XBOX

OFFICIAL
VIDEO GAME

torino 2006 ™

www.olympic.org
www.olympicvideogames.com

EVERYONE
E
CONTENT RATED BY
ESRB

Developed By
49GAMES

Published By
2K SPORTS

# Safety Information

## About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these photosensitive epileptic seizures while watching video games. These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms - children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued. If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing. Other Important Health and Safety Information. The Xbox® Instruction Manual contains important health and safety information that you should read and understand before using this software.

## Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may burn in to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be safely played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set. Unauthorised copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.
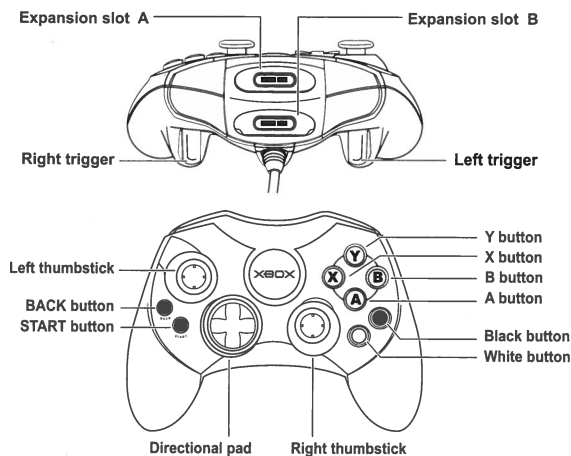
# CONTENTS

## GAME CONTROLS

### Using the Xbox Controller

1. Insert the Xbox Controller into any Controller port on the front of the Xbox console.

2. Insert any expansion devices (for example, Xbox Memory Units) into Controller expansion slots as appropriate.

3. Follow the on-screen instructions and refer to this manual for more information about using the Xbox Controller to play **TORINO 2006**™.

Expansion slot A — Expansion slot B

Right trigger — Left trigger

Y button
X button
B button
A button

Left thumbstick

BACK button
START button

Black button
White button

Directional pad    Right thumbstick

For details on how to use the Xbox Controller with **TORINO 2006**™, please refer to the Individual Discipline sections of the manual as each Discipline uses different controls.

## The Olympic Movement

The Olympic Movement is symbolized by five interlaced rings, which represent the five continents of the world. The aim of the Olympic Movement is to contribute to building a better world by educating young people through sport practiced without discrimination of any kind and in the Olympic spirit.

The Olympic Games is unique in the sporting world. It is the only competition where the best athletes from all over the globe have the opportunity to strive against one another in the spirit of peaceful competition, friendship and fair play.

Very few people get the chance to compete at the Olympic Games, but **TORINO 2006**™ puts you in the Olympic arena alongside the world's top athletes. Good luck!

For more information on the Olympic Games and the Olympic Movement please visit **www.olympic.org**.

## Introduction

Welcome to the Olympic Winter Games!

In **TORINO 2006**™ you can enter up to eight of the most popular and exciting Winter Games disciplines and try for your own world record! Whether it's alpine skiing, speed skating, cross-country skiing, ski jumping, biathlon, bobsleigh, luge or nordic combined - dexterity, skill, concentration and stamina are essential for success. Dare to blast your way through the downhill course or pit yourself against your friends and gain the ultimate accolade - 1st place on the winner's platform.

Please be aware that due to gameplay considerations some of the rules used in this video game are not the official ones supplied by the International Federations for the Olympic Games.

## The Main Menu

Select your desired play mode using the **directional pad. To** confirm your selection press the **A** button.



### Competition – 15 Events

In this mode you compete in all 15 **TORINO 2006**™ events across various disciplines one after the other. Your overall performance and ranking is displayed in the league table.

### Competition – 9 Events

In this mode you compete in 9 events across various disciplines one after the other. Your overall performance and ranking is displayed in the league table.

## Creating a Competition

This gameplay mode allows you to create your very own Olympic competition, selecting from each of the available single events. Each single discipline can only be used once in a competition. This means that your competition will consist of at least one discipline and at most 15 single events.

Use the **directional pad** to scroll down the list of available events on the left and select the desired event by pressing the **X** button. The event that you select is then displayed in the list of selected events on the right. Use the directional pad to highlight the desired event and remove the event by pressing the **X** button. The removed event is then automatically displayed once more in the list of available events
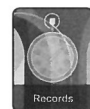
## Single Event

Enter a single event in your preferred discipline.

Try and beat the best performance "records"!

The nordic combined discipline is an exception as it consists of both ski jumping and cross-country skiing events, which are completed one after the other.

## Records

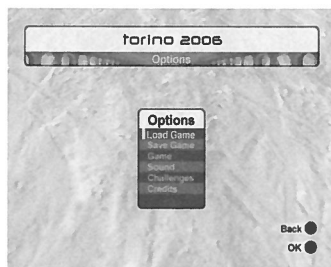Check out the best performances in the individual disciplines.

# OPTIONS

Tailor the game to suit your personal requirements.

Use the **directional pad** to scroll down the list of available options and select the desired option by pressing the **A** button.

**Loading the game:** Load a saved game.

**Saving a game:** Save the current game.



## Game options:

Use the **UP** or **DOWN** on the **directional pad** to scroll through the list of available settings and change the settings pressing **left** or **right** on the **directional pad.**

- Turn the arrow markers above the gates on / off (only for the alpine skiing discipline).

- Turn the ghost feature on / off (see "Ghost" section).

- Turn the button settings displayed during the competitions on / off.

- Switch the vibration function of your controller on or off (only available if the controller supports this feature).

- Choose your language.

Press the **A** button to confirm your selection.

## Sound options:

- Adjust the music volume, sound effects and the commentary to suit your preference. Press the **A** button to confirm your selection.
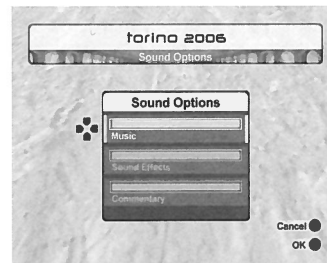


## Challenges / Tasks

**TORINO 2006**™ offers you a wide variety of challenges. There are rewards for mastering certain tasks. For example, if you come in first place in every available event, a new level (extreme) is unlocked and activated. The numerous different challenges, gameplay options and rewards are detailed within the next section of this manual.

## Ghost

**TORINO 2006**™ has a Ghost mode feature so that you can easily and continually assess your performance. You can turn it on or off using the Pause menu (accessible during the competition by pressing the **START** button). If the Ghost mode feature is turned on, your previous run is superimposed on the current race as a "ghost" athlete. This mode allows you to truly hone your times, racing lines and timings – it also makes for great turn-based challenge mode!

## Camera

During the game you can press the **Y** button to switch between various in-game camera angles.

## STARTING A COMPETITION

• In the main menu choose your competition, a single event or put together your own competition.

• Enter the number of players. You have the option of choosing between single-player mode and three multi-player modes. You can compete against one, two or three opponents. The players each have their turn in the "Hot Seat".
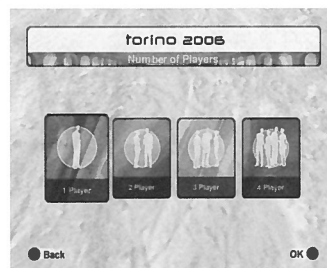
• Choose the country that you want to represent, enter your name and click on "Continue".

• Choose the difficulty factor from "easy", "medium" or "hard".
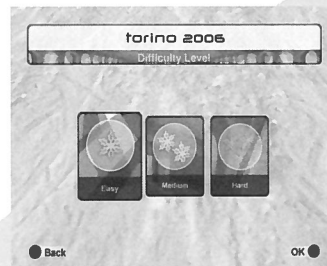
• Now give it your very best shot!

***Please note:*** *You can return to the previous selection by pressing the **Y** button. During the competition, you can press the **START** button at any time to call up the Pause menu, for example to restart or terminate a race.*

# THE DISCIPLINES

**TORINO 2006**™ offers you the opportunity to demonstrate your sporting skills and competitive ability across a total of eight individual Olympic winter disciplines.

The control method for each individual type of sport has been made as intuitive as possible. Nevertheless, each discipline has its own individual challenges and requirements that continually present the player with some tough challenges. You should familiarise yourself with all the appropriate control details from basic through to advanced before you enter a major competition. "Single Event" mode is the most suitable mode for familiarisation. Of course, you could jump into the competition feet first without any training – but don't say we didn't warn you if you crash land on your first ski jumping competition!

Some disciplines are introduced through a series of footage sequences to give you an impression of the event's breath-taking location. You can terminate this intro at any time by pressing the **A** button or **Y** button. Don't let the size of the audience put you off, "Just do it!" Nike™.

## ALPINE SKIING

In **TORINO 2006**™ there are four distinctly different events: downhill, super-G, giant slalom and slalom.

Downhill and super-G are speed competitions that require strength, endurance and certainly courage from the competitor. This does not mean that you should plunge down the valley with the vague hope of achieving the ultimate course record! You will only achieve the very best times by using the correct racing technique, skill, timing and significant practice!

Slalom and giant slalom are the more technical of the skiing events. Even so, awards are not made for gracefulness; the very same principle applies: the competitor with the best time is the winner. Of course it will be you, won't it!

## Control

The control method for all four events offers the same basic controls. Nevertheless each discipline presents the competitor with unique challenges accurately reproduced from real-life conditions.

**Start:** A power indicator bar is displayed on the bottom of the screen. Press the **A** button to start, note you will achieve your very best starts when the bar is 100% i.e. at its fullest point. The closer you get to 100% full, the more powerful your start will be.

**Run:** Guide your skier between the gates with the **left thumbstick**.

Experienced players can increase their speed by pressing the **A** button so that your skier goes into the "tuck" position.

If you are going too fast or have over-cooked it going into a corner, you can press the **X** button so that your skier makes carve turns left or right. Note carve turns allow you to turn more aggressively but you will lose vital speed – use them carefully to get back on the racing line and pace again!

***Please note:*** The number of permitted gate faults (misses) depends on the difficulty level you are playing Torino2006™ in (easy mode = 5 faults; medium = 3 faults; difficult = 0 faults). If you make more faults than is permitted, then unfortunately you will be disqualified!

## SKI JUMPING

Choose between the 90m normal hill or the jaw dropping 120m large hill. Naturally, much bigger jumps are possible on the 120m hill; however your success or failure in this challenging discipline is determined by a powerful take-off, good balance and style in flight and the right timing to give you that perfect landing.

## Control

**Setting off:** The windsock located at the top of the jump indicates the direction and strength of the wind. Take note of its position and strength to prepare you for the correct in-flight adjustments which will give you good style and balance prior to landing.

**Start:** Start your ski jump by pressing the **A** button.

Push yourself off the start bar by pressing the **A** button. Your ski jumper starts off automatically after the countdown is complete.

A curved bar with a ball in the middle is displayed on the bottom of the screen. You must maintain your competitor's balance by keeping the ball in the very centre of the curved bar by moving the **left thumbstick**.

**Jump:** The bar increasingly fills up from each side as you approach the bottom of the jump. You must take off just before you reach the end of the jump by pressing the **A** button again. In order to achieve a good distance, take off as late as you can without overstepping the markers.

**Flight / Landing:** : Maintain your competitor's balance, as you did on the approach, by keeping the ball in the very centre of the curved bar by moving the **left thumbstick**.

The more height the jumper loses during the jump, the more the bar fills up – so keep height to the maximum. Prepare for landing by pressing the **A** button just before your ski jumper touches the ground. If you miss-time your landing, your ski jumper will crash and fall. Obviously, this will do your style points no good at all!

**Please note:** Your athlete's skis open and close automatically.

**Please note:** Watch the windsock before every jump as the adverse effect of the wind on your jumper increases with the difficulty factor.

**Rating:** Your jump is evaluated by five judges who rate the style of your performance on a scale of 0 to 20 points. The best and the worst scores are not included in the overall rating. Points are deducted for overstepping the take-off point or falling! You will perform two jumps that are used to calculate your overall score.

**Hint:** Use your ski jumper's shadow to help determine the right time to land perfectly, maximising distance and style points in one fall swoop.

## SPEED SKATING

Flying across the ice at up to 60 kilometres per hour demands everything from the skater in terms of technique, timing, rhythm, power, stamina, athleticism and tactics.



## Control

**Start:** to start the race, press the **A** button.

**Setting off:** After the starting shot, press the **A** button and then press the **B** button alternately as fast as you can to MAXIMISE your starting section overall speed. Make sure you get the power bar as full as possible, grit your teeth and bash those buttons!

**Run:** After your start, it is essential to maintain a balanced rhythm to maximise your distance covered, progress, speed and overall best finish times. Press the **A** button and **B** button alternately with perfect rhythm and timing. The white bars display and the optimum rhythm. Your overall performance is shown in blue and timing errors are displayed in red.

**Bends:** If you have chosen the "medium" or "difficult" mode, you must steer with the **left thumbstick** in the corners to keep to the blue racing line. This control feature is not enabled in "easy" mode.

**Please note:** The timing bars become shorter in the corners and this is due to the skaters increased frequency of the strides necessary to maintain an overall optimum speed throughout the entire circuit and distance.

## CROSS-COUNTRY SKIING

Cross-country skiing is a classic endurance discipline, with the most important aspect being to pace yourself correctly across all sections of the course and adapt to the varying trail conditions, and inclines as necessary. These elements will allow the player to make maximum progress and carefully maintain their athlete's stamina and peak performance, therefore achieving the very best ultra competitive times!



## Control

**Start:** Start the race by pressing the **A** button.

Start immediately after the start signal by pressing the **A** button.

**Run:** Guide your skier by moving the **left thumbstick**. You control how much effort your skier uses by pressing the **A** button.Energy levels and fatigue are shown in the circular energy meter. The more power you use, the faster you ski. However, the over-zealous use of speed in this discipline will result in rapid athlete fatigue and longer recovery times – this will cost you time and points guaranteed!

**Please note:** The longer you press and hold the **A** button, tthe faster your athlete skis. This button allows you to accurately control your speed, energy levels and stamina to make maximum race progress.

The demands of cross-country will push your athlete to their physical limits – and beyond so it is important to balance speed with your energy levels and reserves. The light grey area displays how much energy you have left. If you exceed your endurance limit, the bar will start to flash yellow and then red. If you ski for too long above your endurance limit, a sector will turn red which denotes athlete fatigue. The more energy reserves you use, the more exhausted your skier becomes. Note: your skier will only gradually recover from severe or over- exhaustion, at the recovery point the red sector will start to disappear.

Press the **X** button on downhill stages to get into the tuck down position as this maximises your speed and distance covered it also helps your athlete save vital energy.

**Sprint:** In order to sprint, increase your skier's effort level by pressing and holding the **A** button until the power bar reaches the green marker near the circle.

**Hint:** : Sprinting is extremely demanding and exhausting. Doing so is only recommended to be used in short tactical bursts where necessary – be warned! This discipline's tactical depth and best times lie in pacing yourself correctly for the entire distance!

**Please note:** The size of the light-grey area is continually changing; this is a result of the different gradients encountered throughout the cross-country course. Some hills require more effort to tackle them correctly and maintain optimum speed while others require less effort. Use the **A** button carefully and cleverly!

**Please note:** The contestants start one after the other in fixed five-second intervals. Therefore, the order in which the skiers finish is not necessarily an indication of their final overall position.

## BIATHLON

After the exertion and skill required in cross-country skiing, the major challenge within biathlon is for the athletes to have a steady hand along with good concentration to achieve total accuracy during the shooting section.



### Control

**Start:** Start the race using the **A** button.

Start as soon as you can after the start signal by pressing the **A** button.

**Run:** The controls are the same in these stages as they are in the cross-country skiing discipline.

**Shooting:** When shooting, take aim moving the **left thumbstick.** Fire on a target by pressing the **A** button.

***Please note:*** *The more exhausted a skier is, the more difficult it is to aim – once again pace your athlete well or you will pay the price at the shooting range!*

***Please note:*** *The second shooting section is certainly more difficult as it is performed standing up!*

## BOBSLEIGH

Teamwork is particularly important in this relatively modern winter sport discipline. A fast start can give the team that decisive one hundredth of a second advantage.

After the start the bob pilot has the main responsibility and with speeds of well over 100 km/h even a miniscule lapse in concentration can be disastrous.
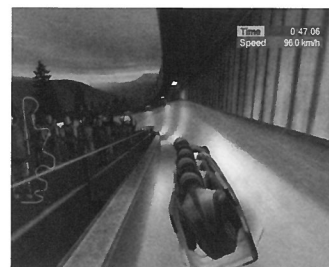


### Control

**Setting off:** Start the race by pressing the **A** button.

In order to achieve your fastest take-off start speed, press the **A** button when the corresponding icon is in the very centre of the displayed circle. This will increase with speed so good timing is very important and correctly timing all the icons to green will result in the fastest and best possible start.

**Steering:** Steer the bobsleigh by moving the **left thumbstick** and avoid touching the walls. Each collision costs you massively valuable time and in this discipline every hundredth of a second counts! The game's advanced controls allow you to shift your bob team's weight by pulling the **left trigger** and **right trigger.** Use these controls in the curves to improve the steering, timing and ultimately take the very best racing lines.

## LUGE

The luge presents quite a special challenge. The sled is steered through the ice tunnel at hair-raising speeds, just by shifting weight and applying pressure with your athlete's legs.



### Control

**Start:** Start the race pressing the **A** button.

Take off by pressing the **A** button, when the energy bar is at its absolute fullest.

**Steering:** Steer by moving the **left thumbstick** to avoid touching the walls.

## NORDIC COMBINED

This most demanding of Nordic ski sports consists of ski jumping and cross-country skiing. Courage and endurance are required in equal measures for this event!

Up until 1952 the competitor would ski first and then do their ski jump. Now it is reversed. Previously, both results were converted into points to determine the winner, whereas nowadays the athletes begin cross-country skiing starting at intervals determined by the results of their ski jump. No pressure on your ski jump results then.



### Control

The start and control commands are the same as those previously described in the single disciplines of ski jumping and cross-country skiing. Unlike normal ski jumping, only one jump is performed on the daunting 120m large hill. The points scored are converted into seconds, which then determine the starting order. The weaker the jump, the greater the penalty carried across into your cross-country skiing!

## FINAL SCORE / LEAGUE TABLE

The overall positions for the **TORINO 2006**™ competitions competitions depend on a special points system. The results of the single events are converted into points and totalled to a final score to determine your position in a table. In competition mode, this method enables the results from different events to be accumulated in the league table.



| | Final Standings | |
|---|---|---|
| 1. Computer 2 | | 31620 |
| 2. Computer 6 | | 27220 |
| 3. Computer 4 | | 26810 |
| 4. Computer 5 | | 24825 |
| 5. Player 1 | | 23673 |
| 6. Computer 7 | no medal | 21121 |
| 7. Computer 3 | | 20756 |
| 8. Computer 1 | no medal | 16967 |

Competition with 4 disciplines: 6 minutes total play time

We hope you have lots of fun and achieve some truly superb records – your **TORINO 2006**™ team!

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